

Minbari Tanogan Armored Cruiser

SPECS

Class: Capital Ship
In Service: 2086
Point Value:
Ramming Factor: 260
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

Molecular Disruptor
Class: Molecular
Modes: R, P
Damage: 2d10+30
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Destroys 1 point of structure armor on facing side

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/-2
Intercept Rating: -2
Rate of Fire: 1 per turn

Heavy Antimatter Converter
Class: Antimatter
Modes: Flash
Damage: (6 x X) + 7
Range Penalty: -2 per 3 hexes
Fire Control: +5/+3/-9
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

FORWARBITS 1-4Retro Thrust 5-6:Mol Disruptor 7-8Fusion Cannon 9-18: Forward Struct 19-20PRIMARY Hit
SIDE HITS 1-4Port/Stb Thrust 5-6:Hvy Antimatter Conv 7-9Fusion Cannon 10-18Port/Stb Struct 19-20PRIMARY Hit
AFT HITS 1-6Main Thrust 7-10Fusion Cannon 11-18Aft Struct 19-20PRIMARY Hit
PRIMARY HITS 1-10Primary Struct 11-12:Engine 13-14:Jammer 15-16:Sensors 17:Hangar 18-19Reactor 20:C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

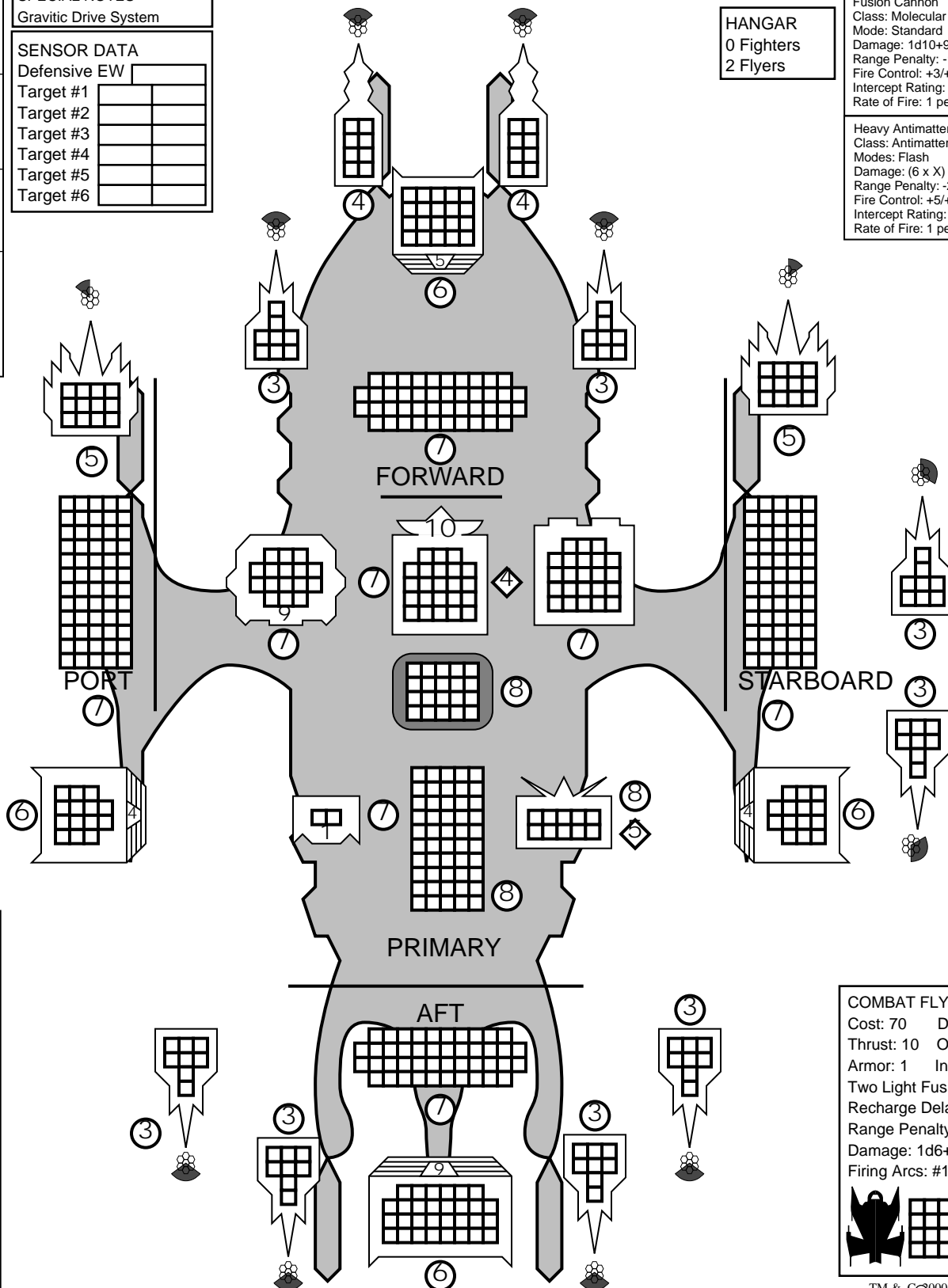
Target #3

Target #4

Target #5

Target #6

HANGAR
0 Fighters
2 Flyers



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Molecular Disruptor
	Fusion Cannon
	Jammer
	Hvy Antimatter Converter

COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

